

Title: Potion Reference                  Guide

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Agility-

Color: Blue

Effect:

Gives added stamina  
for a period of two  
minutes.

Cure-

Color: Orange

Effect: Cleanses the  
body of all harmful  
substances, such as  
poison.

Heal-

Color: Yellow

Effect: Speeds the  
bodies healing process  
the stronger the potion  
the faster the healing.

Nightsight-

Color: Blue

Effect:

Improves night vision.  
The effects last until  
the next dawn.

Poison-

Color: Green

Effect:

There are four  
different types of  
posion. The first  
being the less  
harmful. And Moving  
along to deadly. The  
lesser poison, will  
Take effect every 5  
seconds doing little  
damage and can normal  
be recovered without

the use of medicine or magic. A normal posion would deteriorate the body, at a rate of 5-10 percent every 4 seconds.

What is comonly known as a Greater Posion, would do the same at a rate of 10-15 percent per every 3 seconds.

While a Deadly poison will take effect quickly and forcefully at a rate of between 10 and 50 percent per every 3 seconds.

Refresh-

Color: Red

Effect:

Helps to recover tired muscles, and if the potion is strong enough it can have the mucles recoverd at and impressive speed.

Strength-

Color: White

Efftect:

Increases the strength of the muscles, for a two minute time period.